CLAW/CLAW/BITE
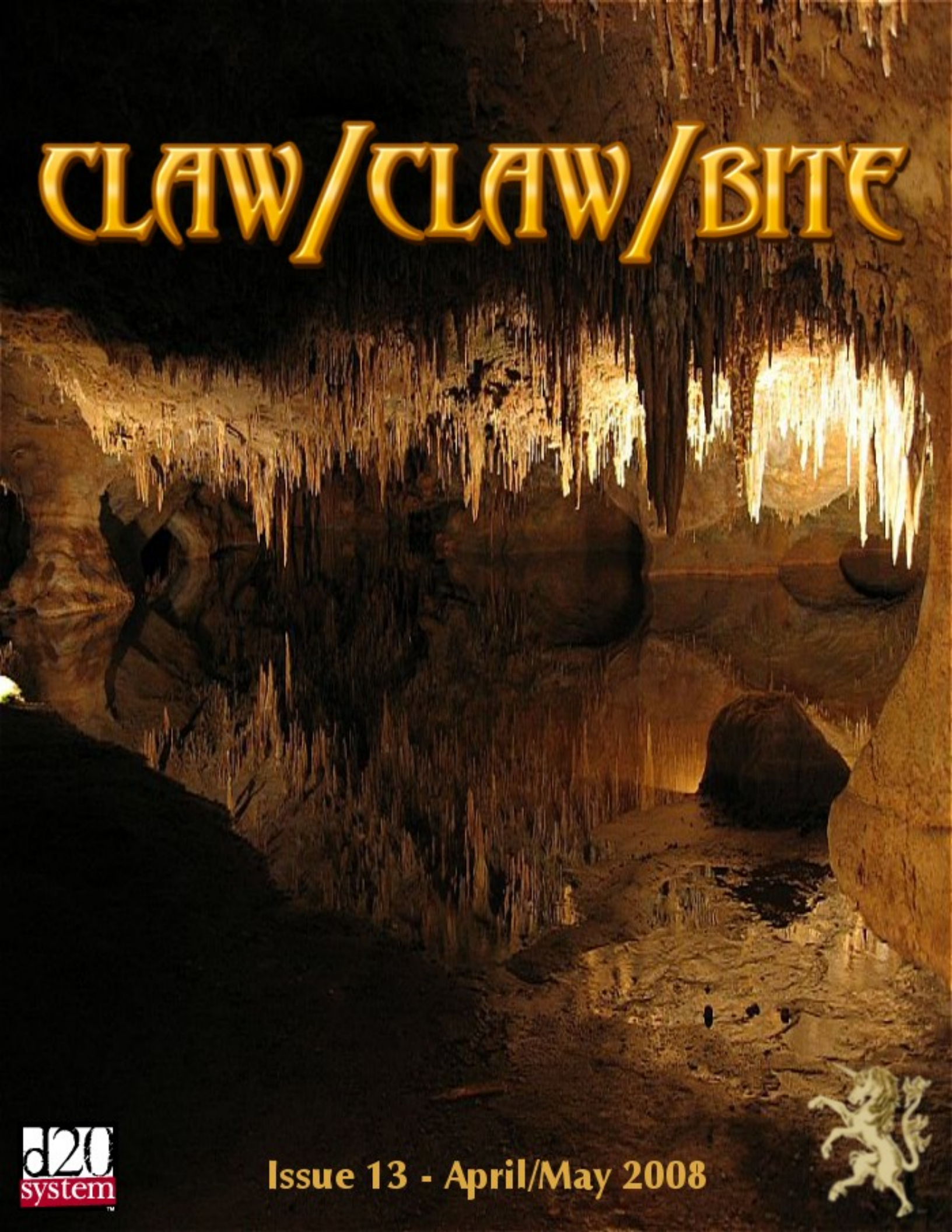
OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Claw/Claw/Bite

Contents

Credits

Introduction

Hail and well met, fellow role-players! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our sites: **www.unicornrampant.com** and **clawclawbite.com**, as well as at **rpgnow.com**.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This issue is devoted largely to spells and magic items, serving as a minor compendium of magic available later this summer from Unicorn Rampant.

Enjoy your stay, and try to learn some magic while you're here!

If you would like to contribute content for *CCB*, or act as a local distributor of a small number of printed copies, make a DC 15 will save and then drop us a line at **ccb@unicornrampant.com**.

Feats and Skills

Coordinated Attack

Prerequisite: either sneak attack +1d6 or Intelligence and Wisdom 13.

Benefit: This feat allows two or more characters who have this feat to coordinate their attacks. To use this feat, all characters who wish to coordinate their attacks must delay their actions until the last character in the coordinated attack. Then, for each melee attack that any of the characters are successful in landing, the characters can choose to deal a single temporary point of damage each to either strength or constitution.

Inspire Truth

A bard of 5th level or higher with 8 or more ranks in a Perform skill can use music or poetics to create an effect similar to *zone of truth* for all those in range of the song. The song or poetics must continue for the effect to continue, requiring the concentration of the bard playing the song or reciting the poem. The bard playing the song is not affected, and other bards who recognize this song receive a +5 bonus on their Will saves to ignore the effect.

Spells and Domains

Anti-Magic Missile

Anti-Magic [Force]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to five creatures, no two of which can be more than 15 ft. apart
Duration: Instantaneous
Saving Throw:
  Non-magic targets: Reflex None
  Magic targets: None
Spell Resistance: No

Anti-magic missile operates like *magic missile*, but the bolts radiate anti-magic and can be used to damage magical beings (and beings who wield significant magic, such as sorcerers and wizards). The bolts also affect normal creatures, as would normal bolts.

A missile of anti-magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes magical targets unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. Non-magical creatures may make a Reflex save to avoid all damage.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

In addition, if the the target currently concentrating on maintaining or casting a spell must make a concentration check +5 or the spell is dispelled.

Burden of Woe

"Heavy as the granite from deep within the earth
Levity stolen and devoid of any mirth.
Thy sword is dull, thy shield is heavy,
For every step a toll is levied.
And this is how thou shalt know
the heaviness of the Burden of Woe."

Burden of Woe
Transmutation
Bar 5, Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25ft. + 5ft./2 levels)
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No

You utter an incantation that instantly transmutes non-living matter into dull, stone versions of themselves.

Clothing, worn or carried objects, armor, shields, and weapons wielded by the target must succeed on a Will save or be transformed to rigid, ultra-dense stone versions of themselves. The stone is so heavy that the target cannot move as quickly and is encumbered. She takes a -2 penalty on attack rolls, AC, and Reflex saves and moves at the speed someone of her class/type would move when carrying a heavy load.

Make one saving throw for all the mundane items worn or carried, including clothes. Make a separate roll for armor and add a +4 bonus if the armor is magical. Make a separate roll for shields and add a +4 bonus if the shield is magical. Make a separate roll for weapons and add a +4 bonus if the weapons are magical. Every category of item uses the target's Will modifier. If even one category fails their save, the target is encumbered and suffers the penalties listed above.

Any category of item that fails the saving throw instantly becomes a useless stone version of itself (and is no longer considered masterwork or magical if it had those properties) until a *break enchantment, stone to flesh*, *limited wish*, or *wish* spell is cast upon it.

The target can spend the appropriate time removing the affected item(s). Armor and shields follow the rules for removing armor listed in the Player's Handbook. Once all the affected items are removed, the target is no longer encumbered and no longer suffers the penalties listed above.

If the target was flying when affected, they immediately begin to fall. If the target was swimming, they begin to drown unless they can breathe underwater.

This is an instantaneous effect that is not subject to spell resistance.

Darkmist

Necromancy
Wiz/Sor 4
Components: V,S
Casting Time: 1 standard action
Range: Short
Duration: 1 round per level of the caster
Effect: 20' diameter cloud
Saveing Throw: Reflex to avoid damage, Fortitude to avoid unconsciousness

This spell creates a 20' diameter black cloud, which can be moved by concentration at 30' per round. It will, unless the caster concentrates, envelop the nearest living organism that has blood and start bleeding it, inflicting 2d6hp per round to all within. Also, the victims must succeed at a Fortitude save or be made unconscious by the spell. After inflicting 30 points of damage, the darkmist cloud dissipates.

Foe's Shade

Illusion (Shadow)
Level: Darkness 8, Sorcerer / Wizard 8
Components: V, S
Casting Time: 1 standard action
Range: Short (25 ft + 5 ft / 2 levels)
Effect: One quasi-real illusionary foe shade
Duration: 1 rd. / 3 levels
Saving Throw: Will disbelief (if interacted with); varies; see text
Spell Resistance: Yes

You use material from the Plane of Shadow to shape quasi-real illusionary copy of your opponent. This shadow foe then attempts to slay the creature that it is a copy of, acting immediately much like a summoned monster.

The foe is actually one-half (50%) as strong as the original creature, though creatures who believe the shadow conjurations to be real are affected by them at full strength.

Any creature that interacts with the foe can make a Will save to recognize its true nature.

A foe's shade has one-half the hit points of it's original at the time of creation. It deals normal damage and has identical abilities and weaknesses to the creature it is a

copy of at the time of casting, including prepared spells and equipment. Against a creature that recognizes it as a shadow creature, however, the foe shade's damage is one-half (50%) normal, and all special abilities that do not deal damage are only 50% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-half as large.

A creature that succeeds on its save sees the foe shade as a transparent image superimposed on a vague, shadowy form.

Objects automatically succeed on their Will saves against this spell.

Creatures who's spell resistance is not overcome can not be affected by the foe shade.

Ray of Befuddlement

Necromancy
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Intelligence equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Intelligence score cannot drop below 1.

Ray of Enfumblement

Necromancy
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Dexterity score cannot drop below 1.

Share Pain

Abjuration
Cleric Level 3
Components: V, S, DF
Casting Time: Special
Range: Close (25 ft + 5ft / 2 levels)

Effect: special
Duration: 1 round/level
Saving Throw: none
Spell Resistance: No

This spell creates a link between you and the target summoned creature. One half of all hit point damage dealt to you is instead transfered to the target. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If you suffer a reduction of hit points from a lowered Constitution score, the reduction is not split with the summoned creature because it is not hit point damage. If your summoned creature dies, the summoning spell ends, or the target summon is removed from your plane of existance the spell ends. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned.

You can cast this spell as a move action as part of a summoning/calling spell. If you cast this spell on a creature that has already been summoned it is a standard action.

Sound Domain

Gods: Jimi, Spector, Ulrich
Domain Powers: +2 on all skill checks that involve music or speech.

Domain Spells:
  0th: Ghost Sound
  1st: Command: One subject obeys selected command for 1 round.
  2nd: Enthrall: Captivates all within 100 ft. + 10 ft./level.
  Resist Energy, Sound: Ignores 10 (or more) points of damage/attack from specified energy type.
  Silence: Negates sound in 20-ft. Radius.
  Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
  3rd: Deafness: Makes subject deafened.
  Protection from Sound: Absorb 12 points/level of damage from sound energy.
  Remove Deafness: Cures normal or magical conditions.
  4th: Sending: Delivers short message anywhere, instantly.
  Wall of Sound: Creates a wall of sound.
  5th: Symbol of Noise M: Triggered rune wracks nearby creatures with sonic pain.
  6th: Greater Shout
  7th: Power Word Blind
  8th: Power Word Stun
  9th: Power Word Kill

Symbol of Withering

Necromancy

Level: Clr 7, Sor/Wiz 7
Components: V, S, M
Casting Time: 10 minutes
Range: 0 ft.; see text
Effect: One symbol
Duration: See text
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell affects the target as Wither Limb. If the target crosses a threshold warded with this Glyph, their leg will be withered. If they touch the warded item, the limb used to touch it is withered. If the rune is triggered by reading, the limb withered should be determined randomly.

This spell permanently withers the touched limb. Upon triggering the Symbol, the affected limb is crippled and useless and the victim suffers 2d6 points of damage. Depending on what limb is withered, this spell has different effects.

Crippling a leg causes the opponent to fall down unless they make a DC 15 balance check, and halves their land speed. Furthermore, moving on only one leg requires a DC 10 balance check.

Crippling an arm, tentacle, or other grasping limb causes anything held with that arm to be dropped, and prevents it's use. Full-body strength checks suffer a -4 penalty, as do grapple checks.

Crippling a wing prevents flight and causes an airborne creature to fall from the sky.

As this spell instantaneously destroys use of the limb, *heal*, *restoration, regeneration,* or similarly powerful healing magic of at least 5th level must be used to restore use of the crippled limb.

In other ways, this spell operates the same as other Symbol spells.

Unlike symbol of death, symbol of withering has no hit point limit; once triggered, a symbol of weakness simply remains active for 10 minutes per caster level.

Undetectability

Undetectability
Enchantment
Level: Rogue Caster 5
Components: S, M
Target: You or creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless) or Yes (harmless, object)

The creature or object touched becomes completely undetectable, vanishing from sight, sound, and smell. If the recipient is a creature carrying gear, that is similarly enchanted. Affected creatures remain undetected to all others, including the caster.

However, items dropped or put down by an undetectable creature become visible, give off sounds

or smells again. Also, items picked up do not become undetectable if tucked into the clothing or pouches worn by the creature. The exception is placing items into a bag of holding or other item that makes them undetectable for reasons other than the spell.

Walking into a wall or otherwise making a sound, smell, or visual change to the environment outside of normal footprints or breathing produce noises, smells, and sights which are detectable. Attacking or casting a spell does not make the creature detectable, though it can make noises that seem to emanate from the location of the creature. It is wise for creatures affected by *undetectability* to either keep moving or to simply stand still for the duration of the spell.

As such, as long as the undetectable creature does not attack, cast a spell, or otherwise interact vigorously with it's environment, this spell prevents detection not only from normal sight, but also blindsight, blindsense, tremorsense, echolocation, scent and any other senses that rely on sight, sound, smell, or tactile vibration.

Spells which require the creature to be targeted by the caster cannot affect an undetectable creature. *Undetectability* cannot be detected by *detect magic*.

Undetectability can be made permanent (on objects only) with a *permanency* spell.

Arcane Material Components: An eyepatch, a glass jar, and a conch.

Vitriolic Blast

The goblin adepts and sorcerers of Lord Fevul's armies have passed knowledge of this spell down through the generations. It allows the caster to evoke cones of burning acid with which they spray their enemies. In battle, echelons of them will advance into the ranks of their foes, spraying deadly acid, and decimating their opponents.

Minor Vitriolic Blast
Evocation [Acid]
Level: Adept 3, Sor/Wiz 2
Components: V, S, F
Casting Time: 1 standard action
Range: 10 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell creates a cone-shaped spray of acid that originates at the caster's rod or staff and extends outwards.

The cone is 10 ft long and deals 1d6 points of acid damage per caster level, up to a maximum of 5d6 points of damage. A reflex save is allowed for half damage.

Any creature that failed it's reflex save takes 1d6 points of acid damage on the subsequent round. There is no save against this damage, although application of large

quantities of water or oil before the round has passed can prevent further damage.

Arcane Focus

The focus for this spell is any staff or rod that has been anointed with special oils costing 10 gold.

Vitriolic Blast
Evocation [Acid]
Level: Adept 5, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell creates a cone-shaped spray of acid that originates at the caster's rod or staff and extends outwards.

The cone is 30 ft long and deals 1d6 points of acid damage per caster level, up to a maximum of 10d6 points of damage. A reflex save is allowed for half damage.

Any creature that failed it's reflex save takes 3d6 points of acid damage on the subsequent round. There is no save against this damage, although application of large quantities of water or oil before the round has passed can prevent further damage.

Arcane Focus

The focus for this spell is any staff or rod that has been anointed with special oils costing 50 gold.

Major Vitriolic Blast
Evocation [Acid]
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: 45 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell creates a cone-shaped spray of acid that originates at the caster's rod or staff and extends outwards.

The cone is 45 ft long and deals 1d6 points of acid damage per caster level, up to a maximum of 20d6 points of damage. A reflex save is allowed for half damage.

Any creature that failed it's reflex save takes 5d6 points of acid damage on the subsequent round. There is no save against this damage, although application of large quantities of water or oil before the round has

passed can prevent further damage.

Arcane Focus

The focus for this spell is any staff or rod that has been anointed with special oils costing 200 gold.

Wave (goodbye)

Evocation [Water]
Level: sorcerer / wizard 3, water 2
Components: V, S, M
Casting Time: 1 standard action
Range: 20 ft.
Area: Cone-shaped wave
Duration: Instantaneous
Saving Throw: none (see below)
Spell Resistance: Yes

This spell unleashes a powerful cone-shaped wave of water that pushes foes away from the caster.

All caught in the wave must succeed on a strength check equal to 10 + caster level + intelligence, charisma, or wisdom bonus (as appropriate to the caster's class). Targets are pushed back 5 feet for every 5 points they fail their strength checks by.

Material component: some water from the sea.

Zone of Deceit

Enchantment (Compulsion) [Mind-Affecting, Chaos]
Level: Bard 2, Cleric 2, Rogue Caster 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) must speak any and every deliberate and intentional lies that they can in response to the conversation at hand. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with the truth, or they may be evasive as long as they remain outside the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

This spell is often used by evil clerics, rogues, bards, and others who consider themselves above or below the law.

Birdswarm   CR 2

Hundreds of birds of all types gather in a cloud above.

Neutral Tiny Animal (Swarm)

Initiative: +1

Senses: Listen +6, Spot +9

AC: 13 (+2 size, +1 Dex)
HP: 12 (**HD** 3d8)
Fort: +3 **Ref**: +4 **Will**: +2

Speed: 10 ft, Fly 60 ft (average)
Attack: swarm (1d4)
Space / Reach: 10 ft. / 0 ft.

SA: Distraction
Feats: Fly-by Attack, Alertness

Abilities Str 1 Dex 13 Con 10 Int 2 Wis 14 Cha 6

Detailed Special Ability or Attacks (type): description.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be confused for 1 round. The save DC is Constitution-based.

Fly-by-attack (Ex): A birdswarm can attack prey and keep moving in the same round.

Strategies and Tactics
A birdswarm does not always act as a coherent unit. Many birds will attack, while others will simply squawk at their prey. They are treacherous in that they are so unpredictable, often going from harmless to harmful in a single round. Because of this, unless characters watch them closely, birdswarms will often surprise them when they attack.

Sample Encounter
This group of birds have been motivated by whatever adversary the party faces, some foul spirit, to follow the party, and eventually attack. Alternatively, a swarm might become aggressive during mating

season, or while protecting a group of nests.

The Eyes of the Woods (EL 2): Traveling through a menacing wood, flocks of birds slowly accumulate in the trees. The screeching birds suddenly take flight and attack in a thick cloud of feathers and pecking beaks.

Ecology Birds are typically omnivores, hunting anything smaller then them, but some varieties are primarily scavengers or fruit or nut eaters. Often large flocks, made up of 1-4 swarms, will become violent at the same time.

Environment: Birds exist in virtually every climate or terrain.

Typical Physical Characteristics: Bird swarms can be made up of groups of any type of bird, from finches to crows, to swifts. Their appearance can therefore vary.

Alignment: As simple animals, birds do not have an alignment.

Typical Treasure
Some varieties of birds collect small bright objects, so treasure could consist of a simple silver ring worth 50 gold and a small cache of platinum coins – 8 or so.

Creature Lore
The following things that can be discovered about this creature with a Knowledge (Nature) check:

DC 13: These normally harmless birds can sometimes become suddenly violent.

Wallflowers

"Shyness is nice and shyness can stop you from doing all the things in life you'd like to."
-- A bard named Smith

These flowers that grow in vertical places cause shyness effects in their victims. Though often not encountered directly in combat, these creatures are often placed outside of the residences of the more dominant political players, long hedgerows and entrance walls, as a means of weakening their opponents before a debate, ball, or other event held at their homes.

Wallflowers CR 2
Plant
Neutral Medium plant
Init: +2 **Senses:** Blindsight 30 ft., Listen +1, Spot +1

Aura: Shyness Radiance 30 ft.
Languages: none

AC: 20 (+10 Natural, +1 Dex, -1 Size) touch 10, flatfooted 19
HP: 11 (HD 2d8)
Immune: Sound effects
Fort: +4 **Ref:** +0 **Will:** +4
Weakness: Plant affecting magic

MV: 5 ft.
Attack: +2 vine 1d4+1
Full Attack: 4 attacks with +2 vine 1d4+1
Attack Options: None
Space / Reach: 5 ft. / 5 ft.
Base Attack: +3 Grapple: +7

Abilities: Str 13 Dex 10 Con 10 Int 3 Wis 10 Cha 18
SQ: plant traits
SA: None
Feats: Combat Reflexes
Skills: +4 Move Silently

Possessions: whatever is buried under their roots. Could be anything, but likely nothing.
Blindsight (Ex): Wallflowers have no visual organs but can ascertain all foes within 30 feet using scent, and vibration.
Shyness Radiance (Su): Any living creature within 30' of a wallflower must succeed on a DC 15 will save or become shy for 1d4x10 minutes once they enter its aura. The Will save is Charisma based. Shyness acts as *calm emotions* but in addition the shy receive a -4 penalty on charisma based skill checks.

Plant Traits:
• Low-light vision.
• Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
• Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
• Not subject to critical hits.
• Proficient with its natural weapons only.
• Proficient with no armor.
• Plants breathe and eat, but do not sleep.

Magic Items

Book of Blindness

A book of blindness looks like a normal tome on some very interesting topic, with the exception that an malicious-looking eye graces the leather
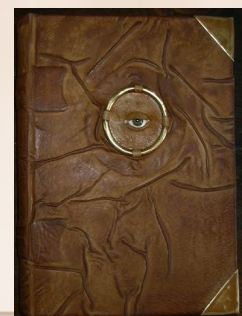
cover. Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves. The first governs the left eye, the second the right. Failing either of these rolls causes the reader blindness in the associated eye. If both rolls are failed, then both eyes become blinded. To destroy the book, a character must burn it while casting *remove curse*. If the book is placed with other books, its appearance instantly alters to conform to the look of those other works, with the exception of the malicious eye that etches itself into the cover of the new book.

Moderate enchantment; CL 10th; Craft Wondrous Item, *blindness*; Price 1,500 gp.

Buckler of Hum

A +1 shield that acts as a pickup/amp for musical instruments, extending their sonic range, and thus the range on bard abilities by 20' in all directions. Usually bards cannot wield shields; this is an exception.

Only bards receive the special bonuses; other classes only receive the +1 shield bonus.

Crystal Plate Mail

This armor is made from the same magical mix of adamantium and diamond that Glass Swords (see CCB issue #8) are constructed from. As armor, this material is not only as tough as the finest steel, giving a +1 enhancement bonus to AC, but also protects the wearer from magical effects.

When targeted by a spell there is a %50 chance that the spell is reflected. This operates like *spell turning*, with the exception that the spell bounces off the plate mail's surface in a random direction (roll d8 for scatter direction) and distance (2d12 -1 squares). If a creature is in the square that the spell is reflected into, it is instead the subject of the spell. This ability is the equivalent to a +4 enhancement bonus in terms of magic item price.

Major Abjuration; Craft Magic Arms and Armor, *spell turning*, caster level 17; 25,000 gold

Earrings of Warning

These earrings were originally a gift from the Magus Alidol to the Sorceress Sophia. Knowing the type of enemies she had, he enchanted these earrings to help her be forewarned when she was in danger. They are finely crafted teardrop lapis lazuli stones in gold settings.

While worn, these earrings confer the following benefits:

- +1 insight bonus to initiative
- +1 insight bonus to reflex saves
- +5 competence bonus on listen checks

When worn, they take up the hat magic item slot. Faint Divination; Caster Level 18; Craft Wondrous item, *bladeturn*; 18,000 gold

Hammer of Deafening

This +2 hammer, when slammed to the earth, deafens those within 15 feet. A DC 20 is required to avoid this effect within 5', a DC 18 for those within 10' and a DC 16 for those within 15'. Those wielding the hammer are immune to this effect, though they tend to be a bit hard of hearing after a few uses.

Minor Evocation; Craft Magic Arms and Armor, *sound burst*, caster level 7; 10,000 gold

Lyre of Pansafyre

This magical instrument, when played by a bard as someone speaks, will cause the speaker to catch on fire if they utter a lie, dealing 1d6 damage per lie. If the bard stops playing the lyre, the magic flames will immediately cease and no more damage will be taken by the liar.

The lyre was built by a famous woodworker named Geppetto, who had a wooden friend who told too many lies, so he built this instrument to convince him to tell the truth through song. A valuable lesson indeed, especially if you are made of wood! Pansafyre is the name of the pixie that enchanted the item, without Geppetto's permission, and one time he played it while the boy lied, and he burnt up, sending Geppetto into a deep depression.

This reminds us – be careful what you wish for!

Moderate divination and evocation; Craft Wondrous Item, *detect thoughts, burning hands*; 35,000 gold.

Mage Purse

The mage purse is a non-magical bag containing components and reagents for casting spells, incantations, and rituals. The bag contains some many of the following items: various colors of chalk, salt rocks, beeswax, candles, parchment, various dusts and shavings, some cheap crystals, incense sticks, a spool of yarn, a quill and ink set, a bone rod, a steel rod,
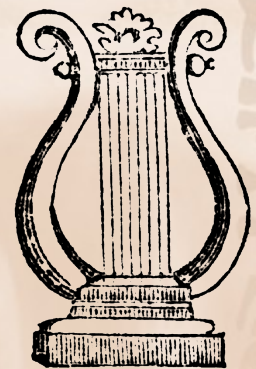
various sticks with runes, hawthorn, mistletoe, garlic, ginseng, ginger, a few clumps of charcoal, a silk scarf, a small mirror, silver and gold bells, tongs, flint and tinder, copper wire, a deck of cards, a brass key, various simple rings (copper, silver, gold, iron, electrum), a piccolo, thread, assorted buttons, a musical triangle, an appropriate holy symbol, pins, a small cloth doll, and assorted empty vials all contained within a padded roll with attached string to tie up the roll.

Depending on the amount of items within the mage purse, the item may cost as much as 120gp, though many are available for as little as 20gp. The purse can weigh as much as 10 lbs, but standard purses are closer to 3 lbs. This item is relatively water-tight and somewhat resistant to fire. It provides many of the essential components needed to cast spells. Because of this, add a +1 to all spellcraft checks and remove 5% chance of arcane spell failure.

Pouch of Reagents

An offshoot of the bag of holding, this appears as an ornate yet mundane pouch about 15" by 8". Most of these pouches have a strap attached, so mages can sling the pouch over their shoulders.

The pouch allows an arcane caster to reach in and grab the specific material component needed for a specific spell as a free action, providing the owner has collected the component in advance, and stored it in the pouch. The mechanics of the pouch act like a bag of holding, but geared toward reagents, and is much smaller in physical size, fitting neatly onto a standard belt. The pouch weighs 5 lb. and holds 15 cubic feet of material.

Just like with a bag of holding, if the pouch is overloaded, or if sharp objects pierce it (from inside or outside), the pouch ruptures and is ruined. All contents are lost forever. If a pouch of reagents is turned inside out, its contents spill out, causing a mess of spell components which could cause a reaction. In addition, the pouch must be put right before it can be used again. If living creatures are placed within the pouch, they can survive for up to 10 minutes, after which time they suffocate.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*, 1,000gp.

Robes of the Sea

These comfortable, flowing robes are a shimmering blue-green in color and decorated with bits of coral, shell, and ivory. They are often worn by sea-priests and mages who wish to travel among the kingdoms of mer-folk, aquatic elves and sea gnomes.

While worn, these robes grant the following powers:
 * +10 circumstance bonus on swim checks
 * continuous *water breathing,* per the spell
 * can cast *wave (goodbye)* (See Spells Section of this issue) 3/day at 5th level - requiring a DC 16 Strength check by all caught in the wave.

Faint Transmutation and Evocation; cl 5th; Craft Wondrous Item, *water breathing, wave;* 50,000 gold.

Snake Arrow

These arrows are magically held snakes with fletching on their backs (provides aerodynamics) that are released from their stasis upon impact with a target, dealing 1d6+3 damage. Targets struck by the arrows must make a fortitude save or be afflicted by poison. Which type and the DCs for the rolls depend on the snake.

Slow poison DC 25 - delays 10 rounds before 1st save, then 2d4 strength damage.

Fast poison DC 20 - delays 5 rounds before 1st save, then 1d6 dexterity damage.

Instant poison DC 15 - 1st save when struck, 1d10 constitution damage.

The snakes may engage the target (%50 chance, attacks as a small viper), or slither off into the grass, back to meet up with their owner.

Moderate Necromancy and Minor Enchantment; CL 9th; Craft Magic Arms and Armor, *poison* and *charm animals*; Price 1,500 gold.

The Sorrow of Ard Shurel

The fragments of legend that can be pieced together in regards to this blade are few and scattered. It is whispered that Ard Shurel was a great Warlord, rising to power during the dawn of mankind. Little is known of his path to glory, but myths allude to his gentle spirit, compassionate heart, and endless ferocity.

Having gathered his brothers to his breast, Ard mastered the savage land he found around him. Slaying those who opposed him, and embracing those who would head his wisdom. Long was the struggle with the creatures of the night, but gradually a fragile balance was achieved and for a time he was at peace.

The mythos claims that his heart was captured by a beautiful maiden, and that he made her his bride. Fair and pure she was, tall and slender of neck. As all such things go, they were content for a time. Sadly, their happiness was short lived, for a demon of great power had been watching Ard, gnashing it's great teeth in readiness for the day when it could strike him down.

Undar'gesh was a denizen of the deep shadows, a whisperer of lies. His minions lurked in darkness at fire's edge, lusting for blood to quench their never ending thirst. For years they had hurled themselves

upon Ard Shurel and his men, crashing down in endless waves upon them. Defeat had left Undar'gesh with a powerful thirst for revenge, and Shurel's happiness was just another mortal weakness upon which to prey.

Each night the gloom demon would visit the beautiful bride, and whisper in her ear, casting long shadows of doubt in her mind. Her head and her heart became full of glass menageries, brittle and untrue. It was not long as demons measure time before Ard's sweet wife was lost to her own madness.

The fierce heart of Ard Shurel was sundered. The gentle spirit, and just heart grew bitter and cold with grief. In a fit of rage, he took up his great blade and slew his beloved with a single blow. As he looked upon his dying love, her eyes were cleared of their madness and she had only kind words on her lips for her champion.

Going mad with the horror of what he had done, Shurel turned his blade on his own men, drowning his sorrow in their blood. As darkness stole across the land, and the sunlight bled beyond the horizon, Ard Shurel fell upon his own blade. The last light fled, and there upon the floor lay pulsing blood red blade, a faint sound of laughter echoing in the distance.

The Sorrow of Ard Shurel
+2 wounding man-bane bastard sword
Chaotic Evil
Ego Score: 15
Int: 14, **Wis:** 14, **Cha:** 10
Speaks common and abyssal
120 ft. vision and hearing
Powers: *minor image* 1/day, *locate object* 3/day
Special Purpose: to destroy love wherever it is found
Dedicated Power: when the sword is around those who love each other (platonic or romantic) it can use *song of discord* at will.
Strong Mixed Auras; 135,000 gold

Spirit Armor

Originally crafted in the Seven Mounting Heavens of Celestia, this armor is generally constructed of the finest bright steel, decorated with shining gold or silver. Other armors that bear this enchantment have a ghostly, translucent appearance. The highest hosts of heaven have been said to march into battle against injustice wearing this holy mail.

Armor enchanted with the Spirit Armor quality protects the soul of the wearer. As such, they confer a holy bonus to Fortitude and Will saves against Enchantment, Necromancy, and mind-affecting spells and effects. The Minor version confers a +2 bonus, Medium a +4, and Major a +6. This bonus is also applied to attempts to sever the wearer's silver cord when traveling astrally. Double this bonus is applied against spells that specifically target the soul, such as *magic jar* and *trap the soul*.

Minor - Faint abjuration; CL 5th; Craft Magic Arms

and Armor, *magic circle against evil*; Price +1,500 gp.

Medium - Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *death ward*; Price +5,250 gp.

Major - Strong abjuration; CL 13th; Craft Magic Arms and Armor, *dispel evil*; Price +12,000 gp.

Tweed of Blending

Widely worn throughout the Republic of Esrun, this woven fabric in a twill pattern is both a way for a character to blend in to society of Esrun, but also to hide in the wilderness of Esrun.

This mundane tweed can be woven into tunics, jackets, leggings, hats, gloves, scarves, and other coverings. The tweed provides a +3 on hide checks when the tweed matches the color scheme and general design of the wearer's surroundings. In the right parts of Esrun, where the wearer's tweed matches the local colors and patterns, this tweed provides a +2 circumstance bonus to blending in to the populace. Otherwise tweed is just for looks, a mere fashion statement.

Locations and Encounters

The Chamber of the Old One

Now that *Horror of the Old Ones* has been released, here is an excerpt from the final encounter in the adventure. To see more, check out the 56-page adventure at RPGnow.com[1]!

> *The short, slick slope leading from the last chamber ends here at the shore of a pool of briny water. The water surges with the pulse of the ocean, small waves lapping at your feet. To the left a large cavern stretches out.*
>
> *This dark cavern swirls with strange mists, and high above the ceiling seems to fade and reappear in patches with the mist, revealing distant, bright, hard pinpoints of light in an inky blackness above.*
>
> *At the far end of the chamber, in a crater shaped pool, stands an immense oval-shaped mass. It's irregular surface is streaked with veins of purple, black and green minerals, and broken by a crack large enough for an ogre to pass through. Fragments of the strange oblong lie below the crack.*

This 100 ft by 50 ft ovular cavern is the chamber of the Old One. Before the dawn of man, the old one's cocoon traversed the spaces between the worlds. It crashed into the sea here, creating the Onuago bay and the mountain of rock called harpy point with it's impact. DC 30 knowledge arcana or craft metalworking will reveal that the cocoon is made of iron, with veins of adamantium and magesilver throughout.

In the eons since then, the sea's ceaseless crashing and later the scrabbling of the Children of the Sea have excavated this place. Then, with his ritual, Ernaldus fully wakened the Old One, who burst out of it's cocoon to sew madness and ruin in Onuago.

The pool of water leads to the sea at the west side deep below harpy point. The old one's will has prevented the water from flooding in to fill this chamber up to this point.

The roof of this chamber is shiftingly transparent, and reveals the stars that wheel above regardless of the time of day or night.

Creature: the Old One dwells here, and is likely either in it's vessel or out at the bottom of the bay. If in the bay, it should emerge from the briny pool and attack the party from behind as they examine the chamber and the cocoon.   The full stats are available in the module, available at rpgnow.com. Enter "Unicorn Rampant" in the search window.
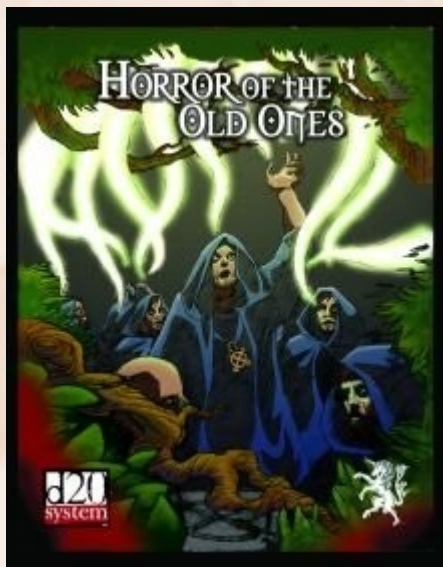
Old One
HP: 175

Tactics: The Old One will likely begin it's assault with a *chain lightning* and *dominate person* and then cast *blink* as it strides towards the party, allowing it's wisdom draining gaze attack and it's *slow* aura to do their work. As long as the party is not being particularly effective, it will use it's melee attacks to slay them. If seriously threatened, it will retreat via dimension door, summon a chaos beast, and use lightning bolts to eliminate the most effective foe, be it spellcaster or warrior. The Old One will fight to the death.

Treasure: There are adamantium and magesilver deposits in veins in the interstellar asteroid. If somehow retrieved, they are worth approximately 50,000 gold.

Development: After the defeat of the old one, the sea rushes in to cleanse the chamber. The body of the old ones floats strangely and is washed out. As it passes, the players can make a DC 12 Strength check to grab it and hold on as they are carried out by the surging water. The body will quickly rise to the surface of the bay, and begin to drift towards Onuago on the now calm water.

Failing this, the party must swim (DC 13 swim checks, to travel 100 ft. to the surface of the Bay) or leave by magic.

The empty husk is deposited like a beached whale near the near the shore of Onuago.

The Witch's Watchdog

This is one of the first encounters in *Anointing the Seer*, an adventure coming soon from Unicorn Rampant Publishing. This big, bad wolf guards the entrance to the evil witch's gardens in this fairy-tale styled adventure. Feel free to borrow it, or just Black Fang, for your games.

The Witch's Watchdog (EL 12)
Here, an awakened dire wolf named Black Fang guards the entrance to the farm.

> There is a break in the dense woods, revealing a clearing. A wooden arch, covered in green, thorny rose vines, marks the entrance of this small farmstead and stretches up high above your heads. A large yard and gardens stretch away before you. Shouts of revelry can be dimly heard from an enormous lodge house ahead to the left. To the right, behind extensive gardens, a two-story cottage sits among some trees at the far end of the clearing. Out of the darkness beneath the trees next to the arch a loud, low voice growls, "Who goes there?"

Creatures: An awakened dire wolf named Black Fang is the farm's first guardian. He will challenge anyone other than the Sorceress or the giants who approaches the gate. He lurks in a dirt rut in the darkness a the foot of dense pine trees to the left of the gate (Hide: +14, +4 for cover = +18). A 100' iron chain prevents him from ranging too far afield, and gives him a -4 on

Move Silently checks. Conversation with him may allow the party to enter unmolested if they can bluff or bribe him, as he is not particularly loyal to the Sorceress. He is, however, a cruel, evil wolf, so he may demand that he be allowed to eat one of them for the others to enter. Either way, he readies a spring attack and tries to remain hidden in the shadows as soon as he spots or hears the anyone approaching.

Trip (Ex): When Black Fang hits with a bite attack he can attempt to trip its opponent (+38 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Black Fang.

   Tactics: A cyclone of furry death, Black Fang fights with cunning. He will use his spring attack to keep out of reach of any dangerous fighters, and will use his whirlwind attack if he becomes surrounded. Any spellcasters who harm him badly will be sprung on and tripped, and he will then stand over them so that if they stand he can attack again.

   Development: Unless the players defeat the Black Fang quickly, the nocturnal Harpy Archer in the garden may wake and raise the alarm. A battle is listen DC -10 to hear, and the sleeping harpy has a total -3 on her listen check. The gate is 120ft (-12) from her roost (-5 for the walls), however, so a roll of 10 or more on a d20 indicates she is wakened and will arrive and join the fight in 3 rounds.

Black Fang, CR 12
male awakened advanced dire wolf
chaotic evil large magical beast
Initiative: +7
Senses: Listen +32, Spot +32

Languages: common, sylvan, giant
AC: 22 (-1 size, +3 Dex, +3 natural, +7 dodge from Combat Expertise), touch 18, flat-footed 14
HP: 225 (**HD** 25d8 + 100)
Fort: +18 **Ref:** +17 **Will:** +8

Speed: 50 ft.
Attack: bite +20 (2d6 + 19) - 7 point power attack, 7 point Combat Expertise
Attack Options: combat expertise, power attack, spring attack
Space / Reach: 10 ft. / 5 ft.
Base Attack: +25 **Grapple:** +37

SQ: Low-light vision, scent
SA: Trip (+39)
Feats: Alertness, Run, Track (from scent), Weapon Focus (bite), Improved Initiative, Combat Expertise, Dodge, Mobility, Spring Attack, Power Attack
Abilities: Str 27, Dex 16, Con 18, Int 14, Wis 12, Cha 13
Skills: Hide +14, Listen +32, Move Silently +14, Spot +32, Survival +2*

Ale Break: The DM's Editorial

4th edition first impressions

Welcome to the first editorial in **Claw Claw Bite!** And thanks for reading. Over the almost two years that we've been putting out our magazine and posting on our blog it's been you, the reader, that we do it for, so I just wanted to start by saying thank you for accompanying us on this journey into the imagination.

The topic of this first editorial is a popular one these days: the 4th edition of Dungeons & Dragons. Like many of you we got our hands on the new rule books earlier this month and started up a new campaign to play *Keep on the Shadowfell*. We've played two sessions of that game so far and I have been enjoying it immensely. Of course the caveat is that this is just my first impression as we've only hit 2nd level and had less than ten encounters so far. But overall I think 4th edition is excellent. The writing is clear and imaginative, and things are clearer than they've ever been in D&D. The downside is that that clarity and simplification of parts of the game has eliminated a lot of the fun flavor that has always made Dungeons and Dragons capture the imagination so strongly.

The thing I like about 4th edition the best is the balancing of the classes. I'm playing in this game, but I usually DM, so I really appreciate the effort they've made to keep power levels even across the classes, and the work they've done to keep the rules exploits to a minimum. Even the powergamer in our group seems happy with it, and every character has an important role to play in every fight we've been in. One of the central tenants of the design seems to be strictly limiting each player to one standard action per turn. Unfortunately this streamlining seems to have eliminated druids altogether, along with summoning spells. More on that below.

I like the way they've changed the non-combat magic into rituals that any character can potentially use. My character is a dragonborn warlord with the multiclass wizard feat, and I'm excited to be in a party that doesn't need a wizard or a cleric to benefit from powerful magics.

And I like the way combat flows in 4th ed, with character's turns going quickly, no more durations to track, and the ability that many powers give you to act on other's turns, helping allies and hindering foes. The addition of minor actions is also a big improvement. The game-rules aspects of the game are stronger and in many ways more fun.

On the downside, some of the work done balancing the classes and feats can make the characters feel a little cookie-cutter compared to 3rd edition. It's nothing like 1st or 2nd though, where every 10th level fighter is exactly the same. But the choices, especially in the feats, feels limited. Even worse are the skills, where I really miss the profession and craft skills. Of course, the 3rd edition skill system had problems in these areas as well (i.e., there's a ride skill, but no sailing skill), but 4th edition leaves the players and the DM to work these things out for themselves. I could definitely see a group of inexperienced gamers asking "my character wants to re-forge his father's broken sword!" and the group getting bogged down in weather or not his character can know how to do that. Hopefully good groups will roll with it and role-play it out somehow, but it was nice to have non-conflict-oriented character details presented to you as an option. It lent substance to my claim when I said my wizard grew up a goat-herd for him to have a few skill points in Profession (farming). In terms of game play, I worry about non-combat challenges being viable with such a limited set of skills.

The lack of Druids, Bards and Barbarians is lamentable. I assume there is another book in the works, or perhaps one for each class, to cover these fantasy staples. The lack of evil clerics in the player's is also disconcerting. For me a big part of D&D has always been the scariness of the bad guys, and clerics that can't raise an army of the dead just feel wrong. The *DMG* suggests replacing their radiant damage with necrotic, but it feels like a poor solution. Maybe October will see another edition of the *Book of Vile Darkness* to cover these things (are you listening, Monte?). And the lack of summoning spells is also distressing. Other than a flaming sphere, you can't really call powerful allies from beyond to aid you, and neither can the bad buys. One of **Claw Claw Bite**'s first posts in October will be a power that summons elementals. This power will be designed to stay within the rules balance of 4th edition and bring back my favorite thing from 1st edition about summoning them. Stay tuned to see that.

So why all this talk of October? In October this year Wizards of the Coast is planning to release a new OGL-style rules-set for 4th edition that updates the d20 license and allows 3rd party publishers like us to release material for 4th edition Dungeons & Dragons. So while we're already writing material for 4th edition, and plan on releasing adventures for both 3rd and 4th edition, we can't release any of that material until October when that license is made available. Under the terms of that license we can release products for both editions for 6 months at which point we are only allowed to release material for one edition or the other. So we have to make a decision in April 09 about which version we'll continue to support. We hope to hear from you about which you'd prefer, but we have almost a year to see what the gaming community in general thinks about 4th edition, and 6 months putting out material for 3rd and 4th edition.

So, what do you think? Write us an email at ccb@unicornrampant.com to let us know.

Thanks again,
Adam Thompson and the Unicorn Rampant staff

Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with interesting details and intriguing features.

Our goal is to be a "one-stop shop" for you, the gamemaster. With little or no tweaking on your part, you will be able to drop any game element from Claw/Claw/Bite into your adventure setting and run it how you see fit. All of our creations are designed for d20 fantasy rules. And of course, everything is carefully reviewed and balanced to fit into your game without disrupting your play balance or angering the old ones.

This issue of Claw/Claw/Bite includes:

* A new feat, Coordinated Attack
* A new bard ability, Inspire Truth
* A new domain, Sound
* Twelve new spells including Anti-Magic Missile and Vitriolic Blast
* Two new creatures, Birdswarm and Wallflowers
* Nine new magic items, including Buckler of Hum and Robes of the Sea
* A new artifact, the Sorrow of Ard Shurel
* Two mundane items, Mage Purse and Tweed of Blending
* Two encounters, the Chamber of the Old One and the Witch's Watchdog
* And introducing Ale Break: The DM's Editorial, first impressions of 4th ed.

clawclawbite.com